

PRIOR ART

FIG. 1

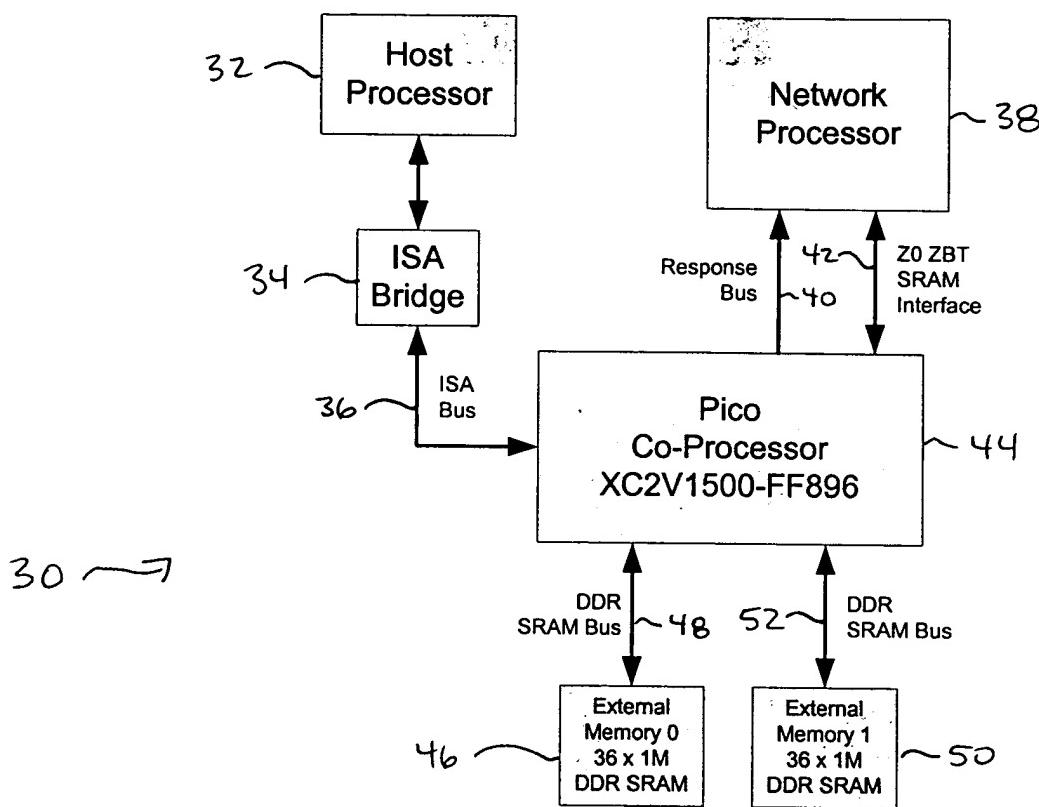


FIG. 2

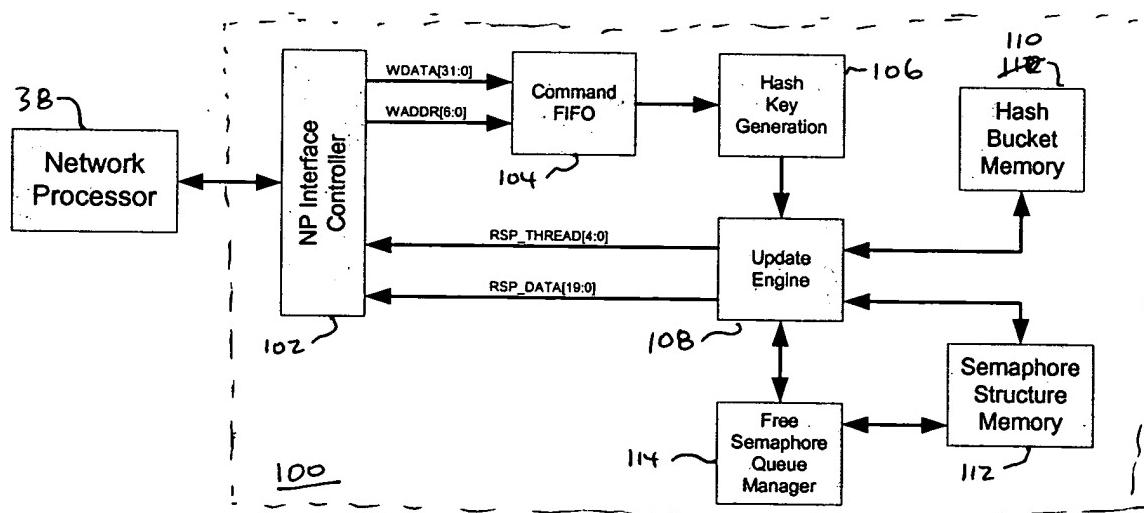


FIG. 3

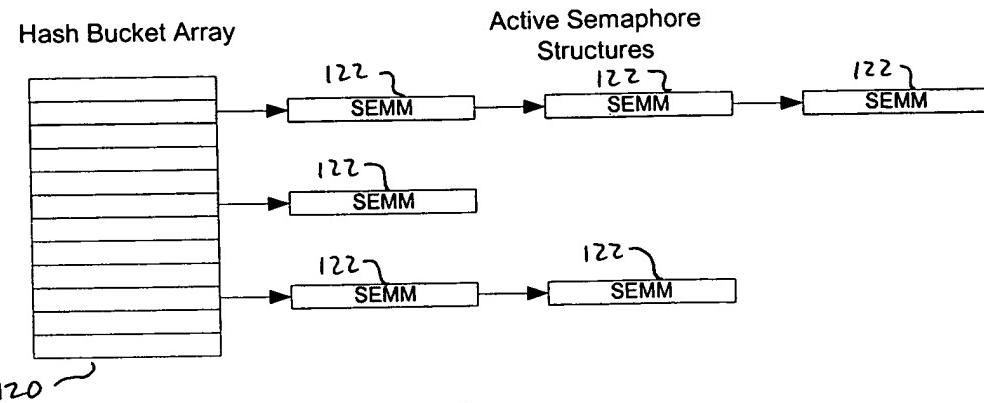


FIG. 4

FIG. 5

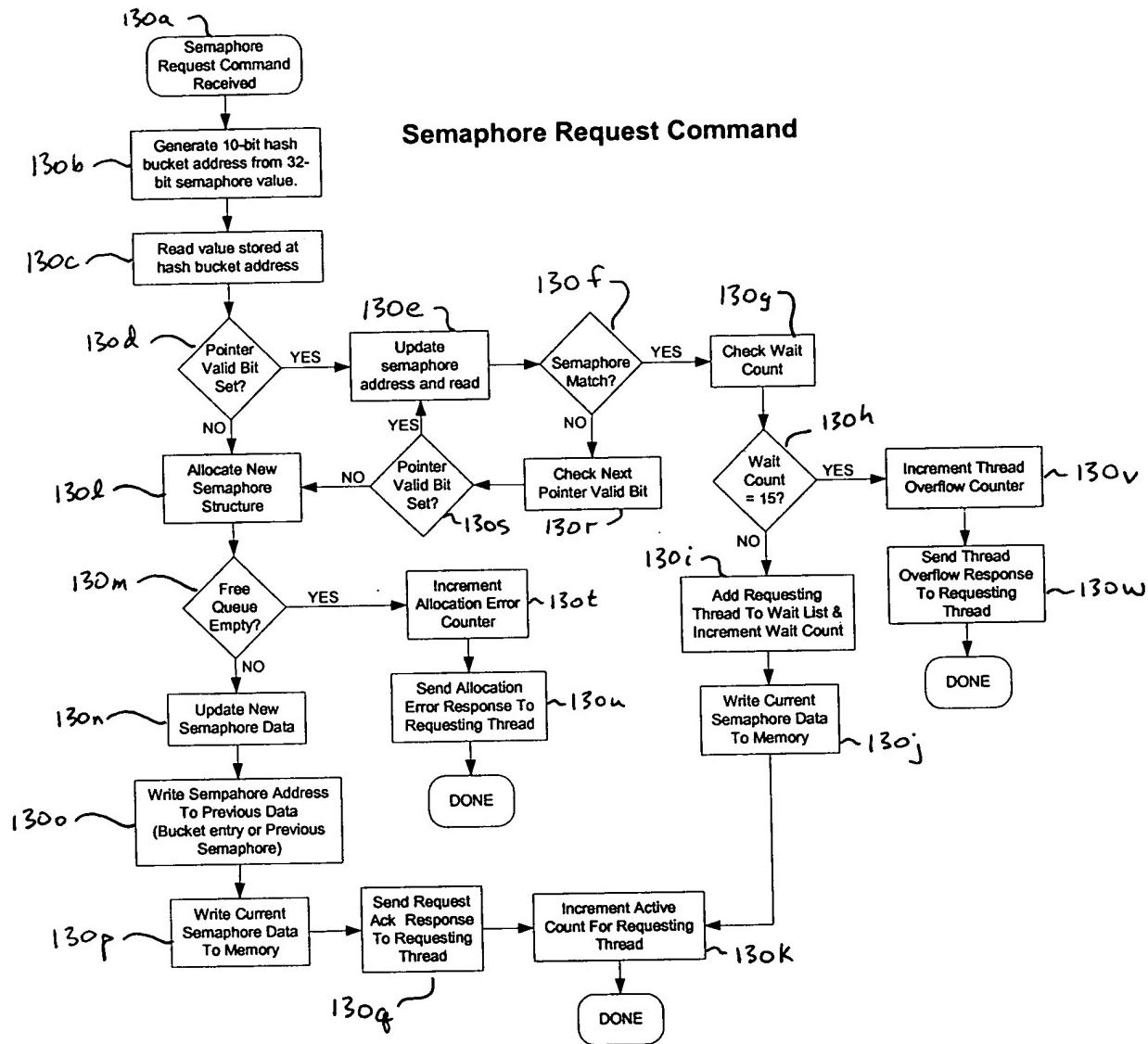


FIG. 6

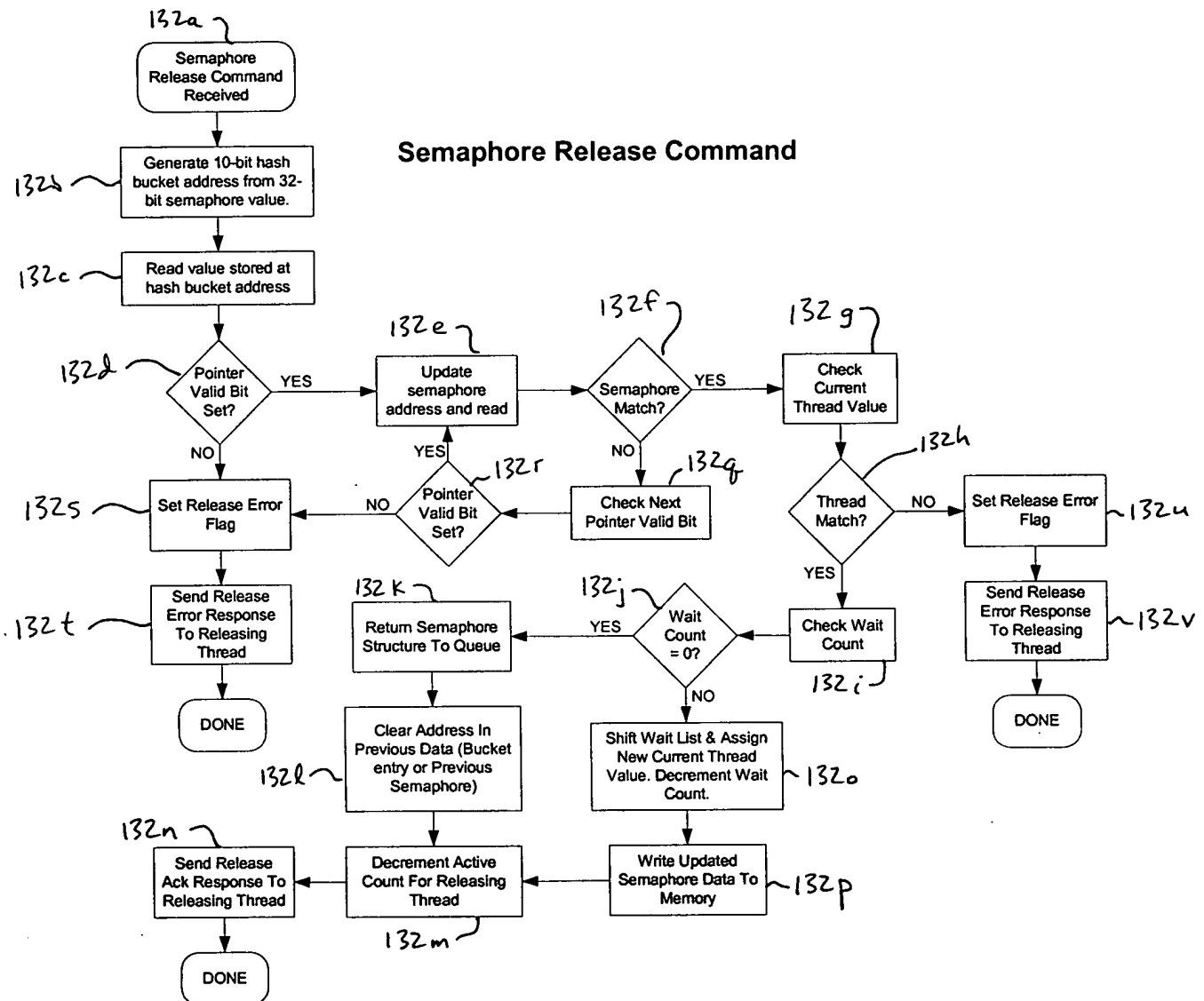


FIG. 7

Thread Exit Command

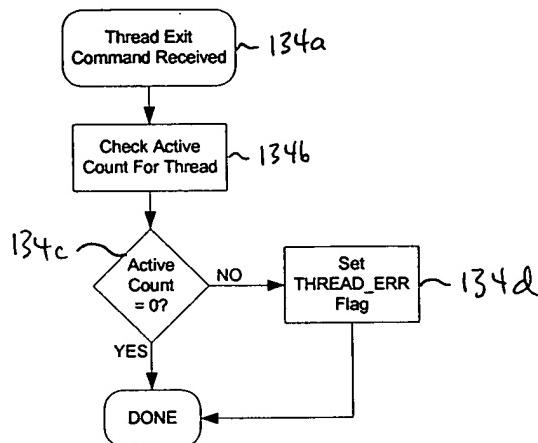


FIG. 8

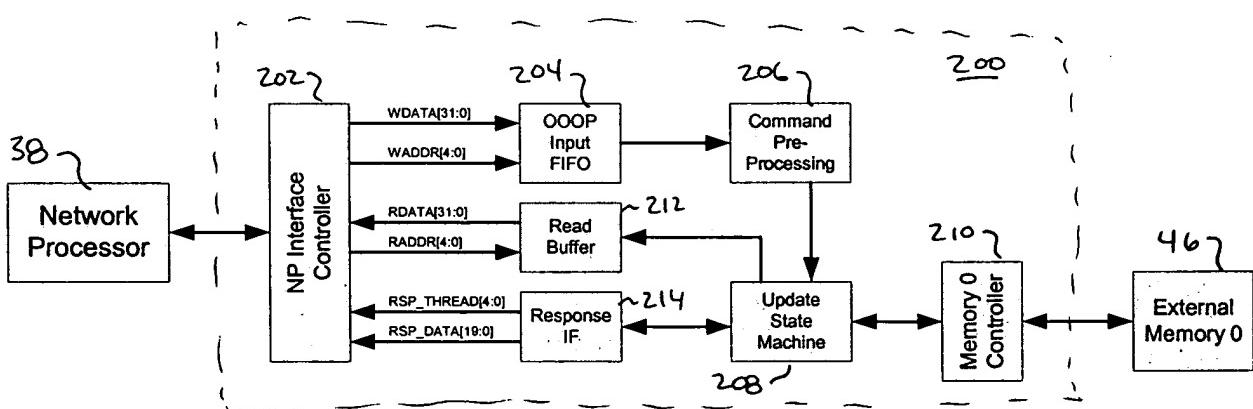


FIG. 9

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Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		
Lword 0																T	V																	
Lword 1																																		

V = Pointer Valid Flag T = TX In Progress Bit

FIG. 10

222 ↴

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		
Lword 0																A	V																	
Lword 1																																		
Lword 2																																		
Lword 3																																		

V = Pointer Valid Flag A = Frame Active Bit

FIG. 11

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Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		
Init Queue Command																																		

Response	Value
Init Success	0x0
Init Fail	0x1

FIG. 12

FIG. 13

FIG. 14

FIG. 15

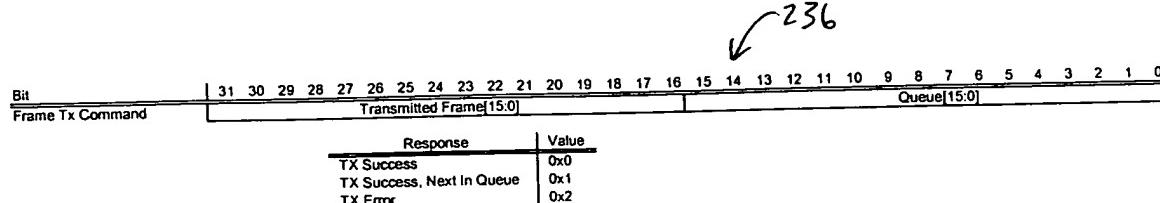


FIG. 16

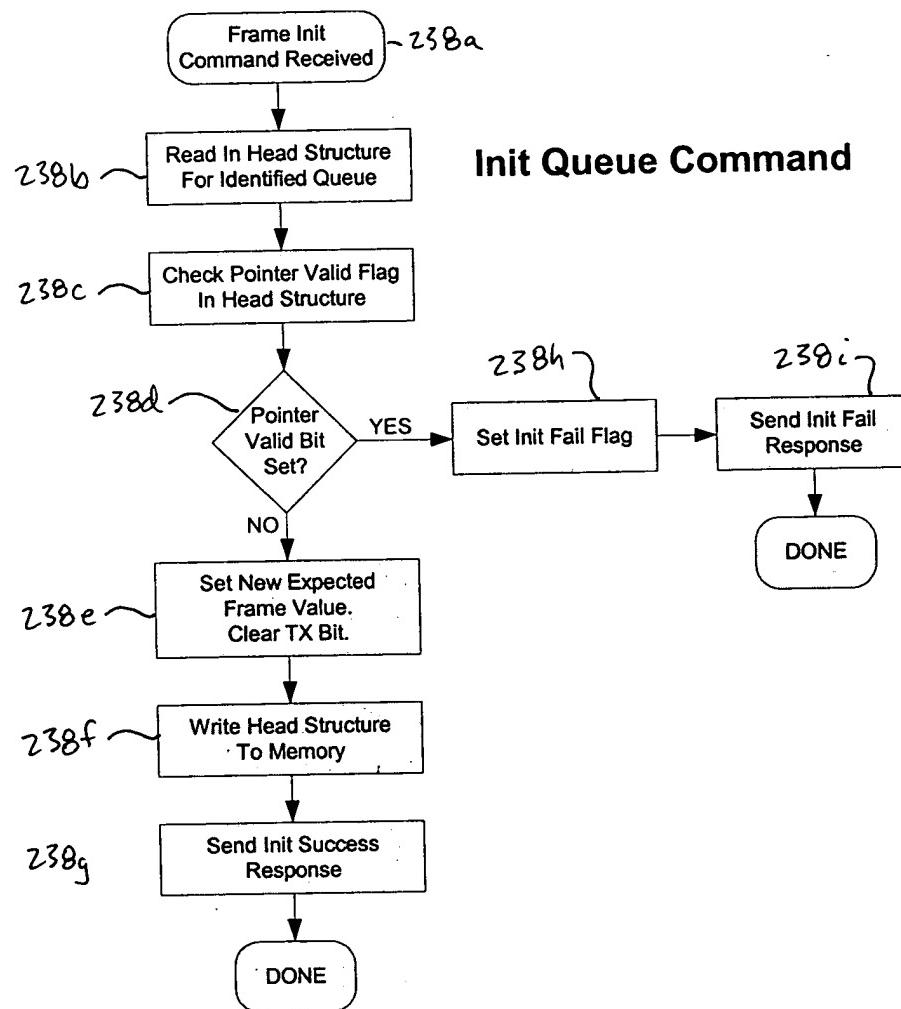


FIG. 17

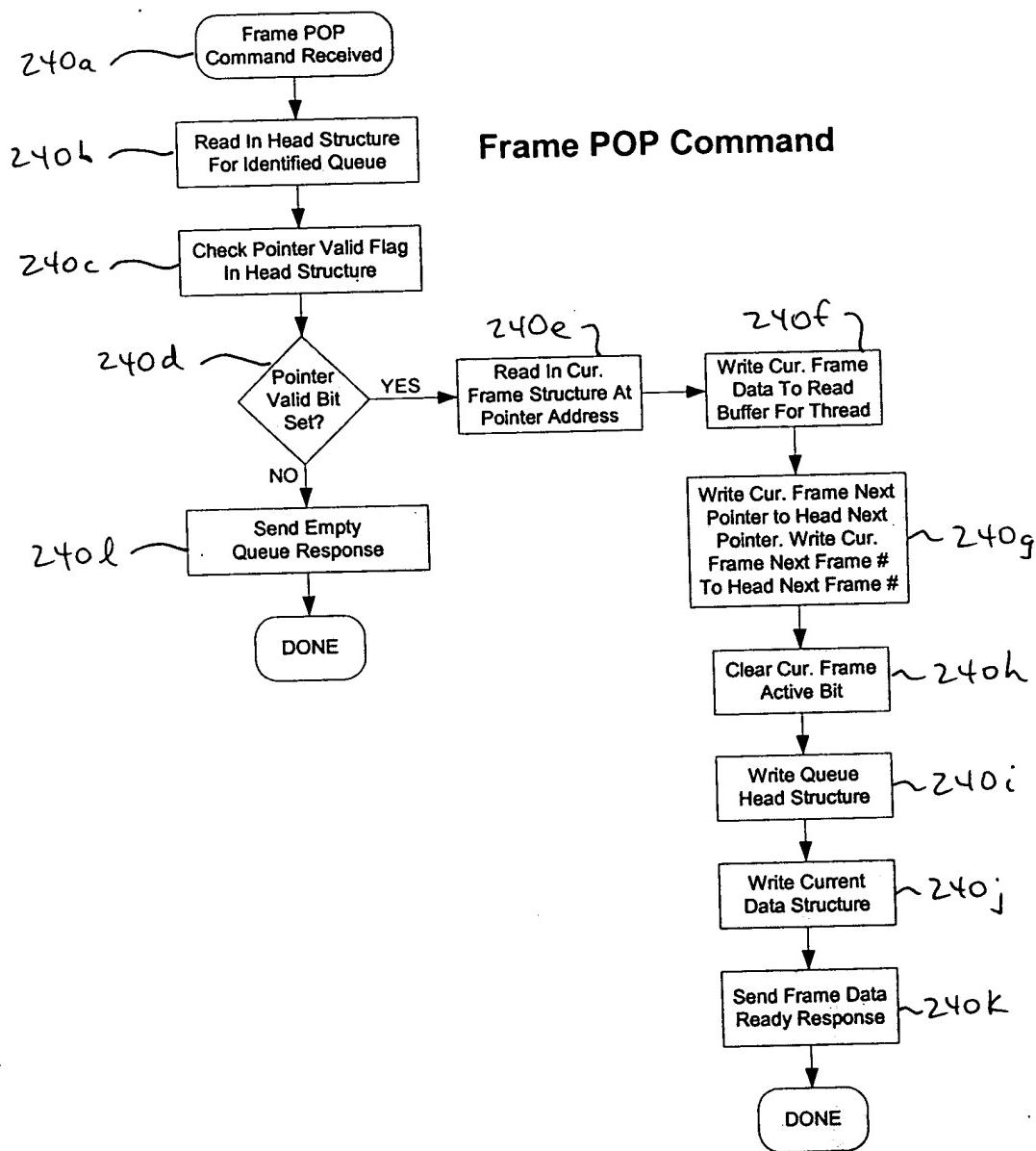


FIG. 18

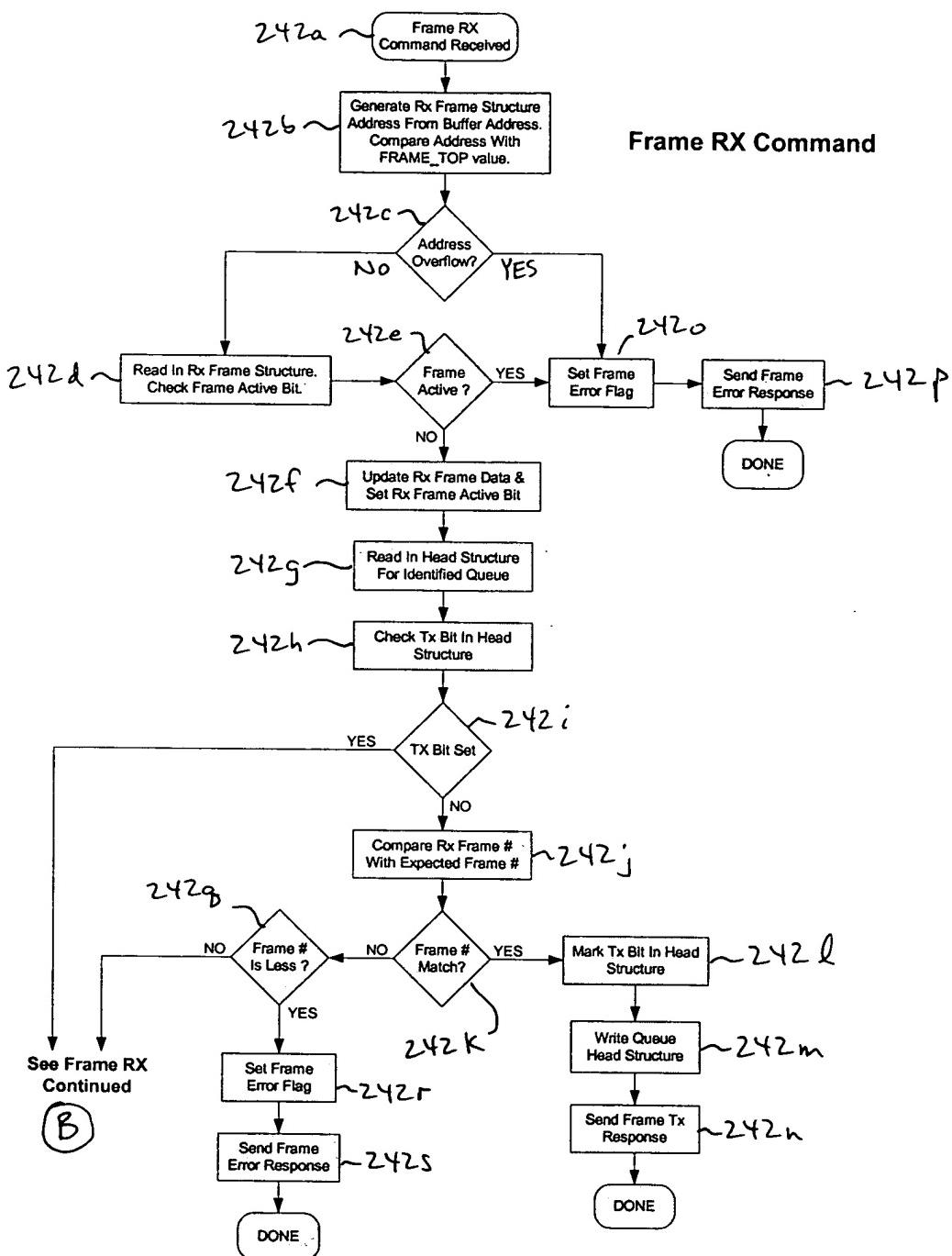


FIG. 19

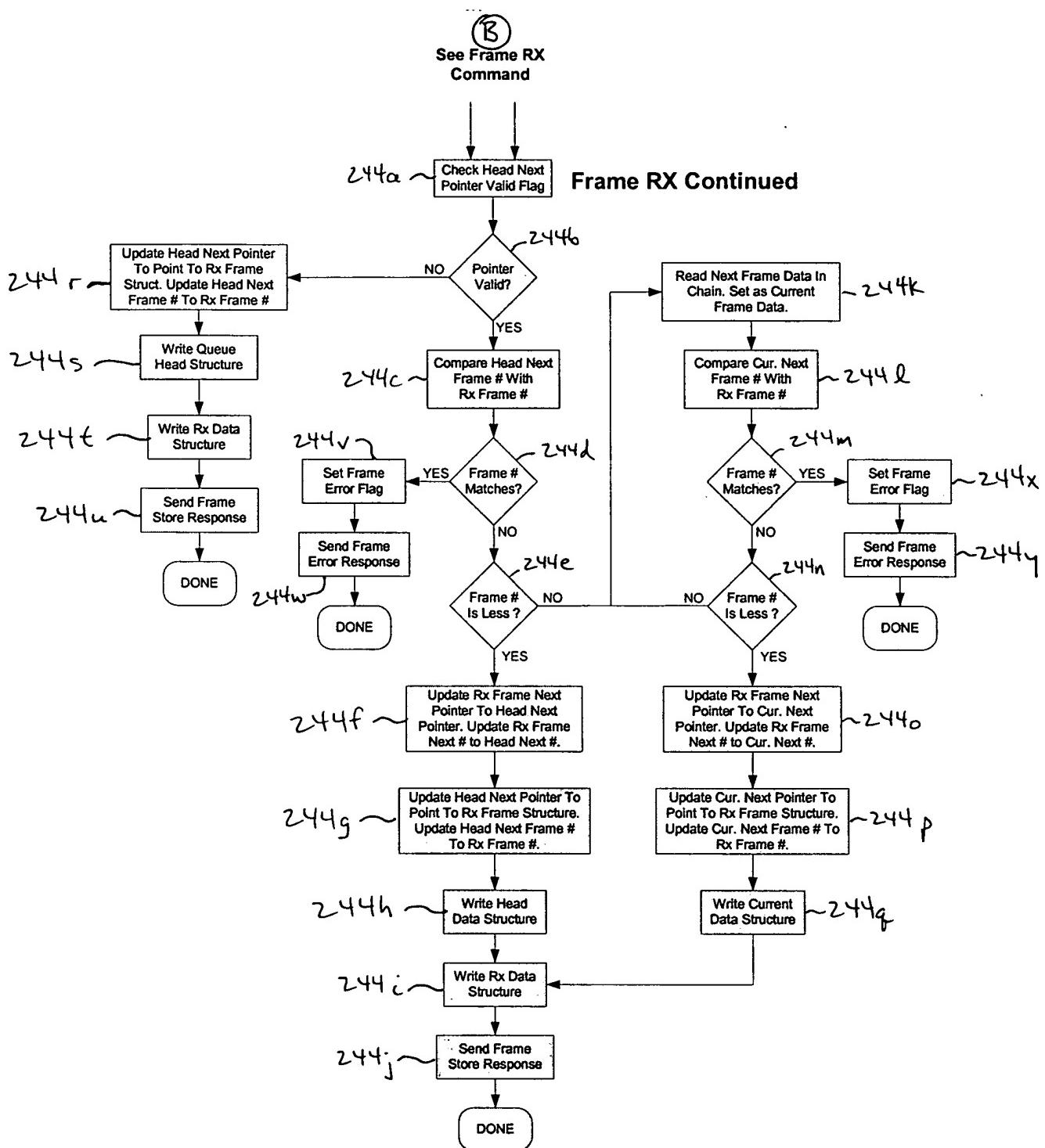


FIG.20

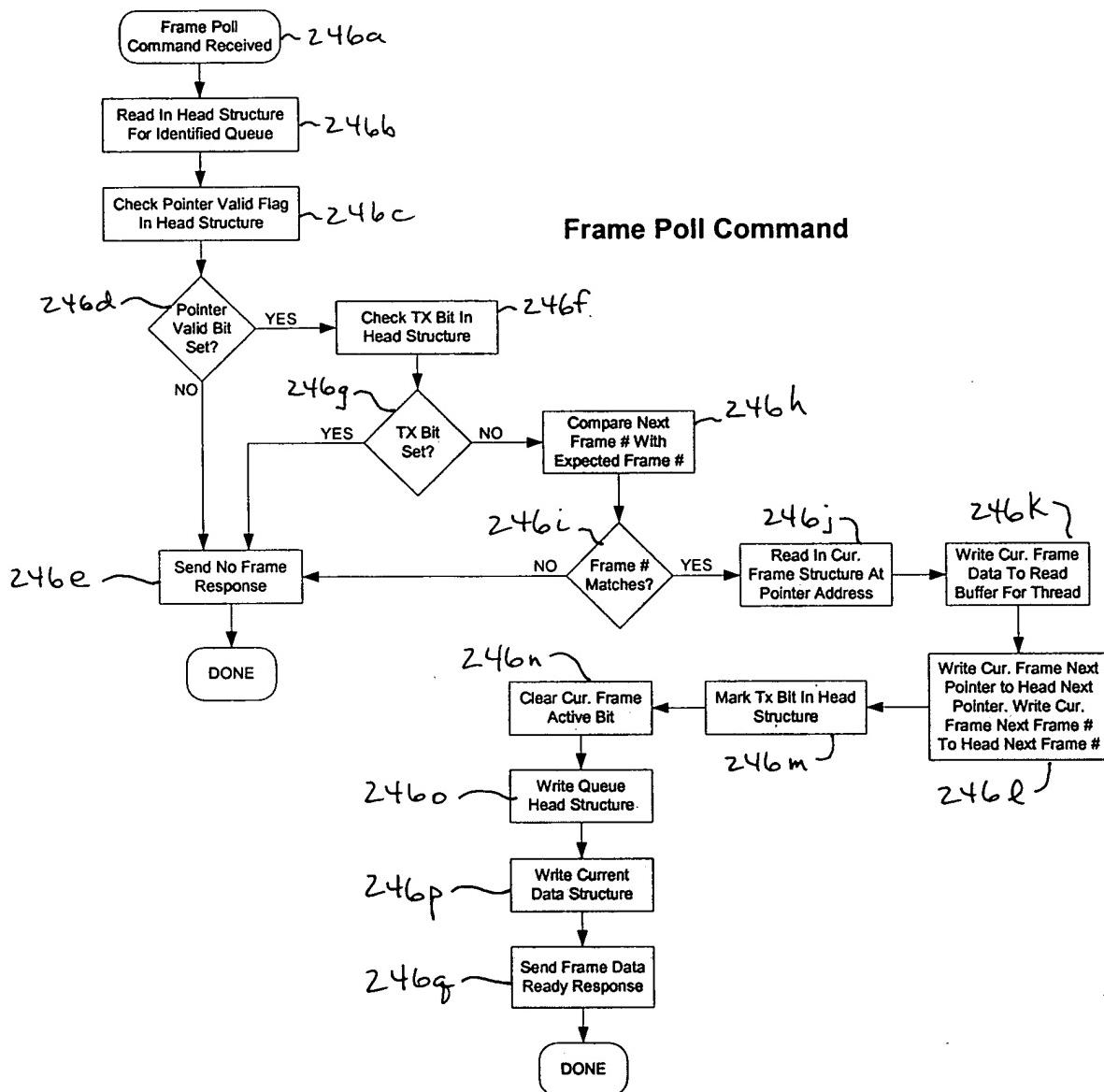


FIG. 21

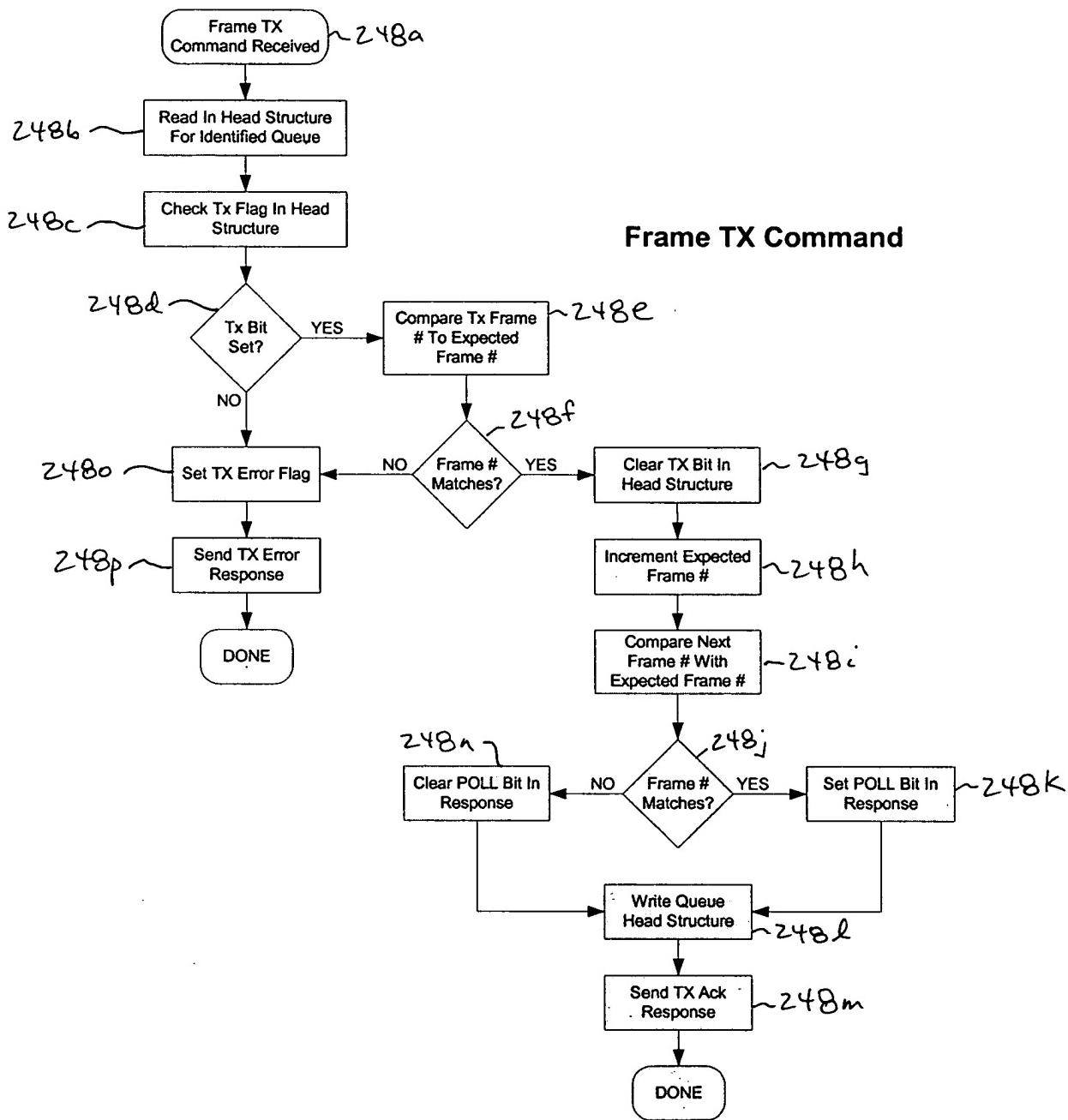


FIG. 22

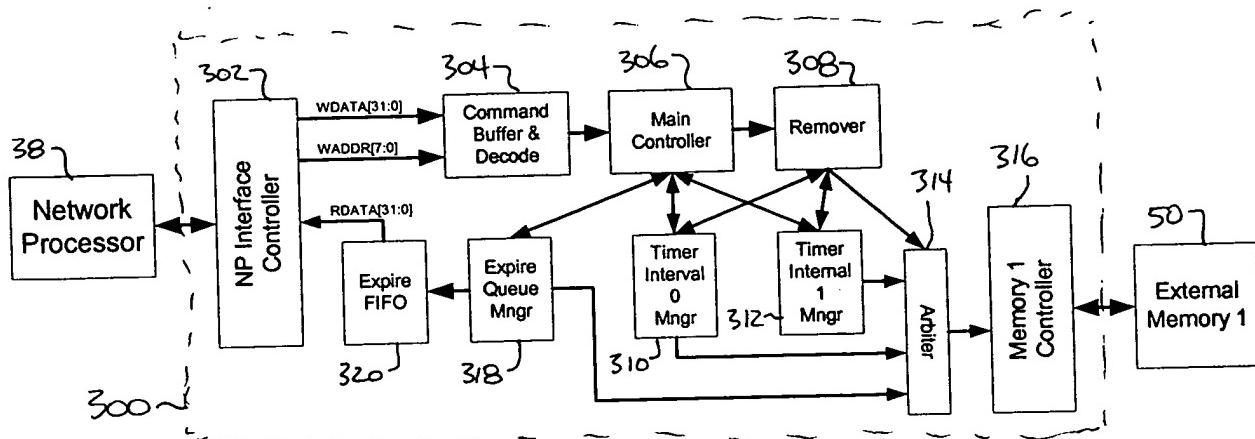


FIG. 23

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Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		
Data	Up Pointer[14:1]																	Loop Count[17:0]																
Bit	63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32		
Data	S	S	A	E	DV	Down Pointer[20:1]																										UV		Up Pointer[20:15]
Bit	95	94	93	92	91	90	89	88	87	86	85	84	83	82	81	80	79	78	77	76	75	74	73	72	71	70	69	68	67	66	65	64		
Data	Interval Time[31:2]																												C[17:16]					
Bit	127	126	125	124	123	122	121	120	119	118	117	116	115	114	113	112	111	110	109	108	107	106	105	104	103	102	101	100	99	98	97	96		
Data	Original Loop Count[15:0]																														Timeout Handler[15:0]			

XV = Up / Down Pointer Valid Flags
 S = Spare Bit
 E = Expired Flag
 A = Active Flag
 C[17:16] = Original Loop Count Cont.

E	A	Timer State
0	0	Idle
0	1	Active
1	0	Expired
1	1	RSVD

FIG. 24

332 ↘

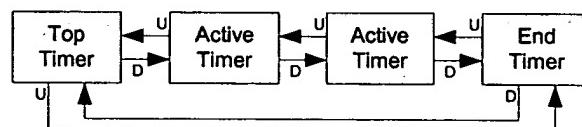


FIG. 25

Sheet 16 of 22

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Start Timer (LW 1)	Spare Bits																														
Start Timer (LW 2)	Spare Bits																														
Start Timer (LW 3)	Spare Bits																														

Response	Value	INT	Timer Interval
Start Ack	0x0	0	100ms
Start Error	0x1	1	1S

FIG. 26

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Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Stop Timer																															
Spare Bits																									Timer ID[15:0]						
Response	Value																														
Stop Ack	0x0																														
Stop Error	0x1																														
Stop Expired	0x2																														

FIG. 27

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Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0																		
Restart Timer	Spare Bits																						Timer ID[5:0]																											

FIG. 28

340 ↴

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Read Expired (LW 0)																																
Read Expired (LW 1)																																

V = Timeout Handler Valid

FIG. 29

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Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Clear Expired																																

Spare Bits

Response	Value
Clear Ack	0x0
Clear Error	0x1

FIG. 30

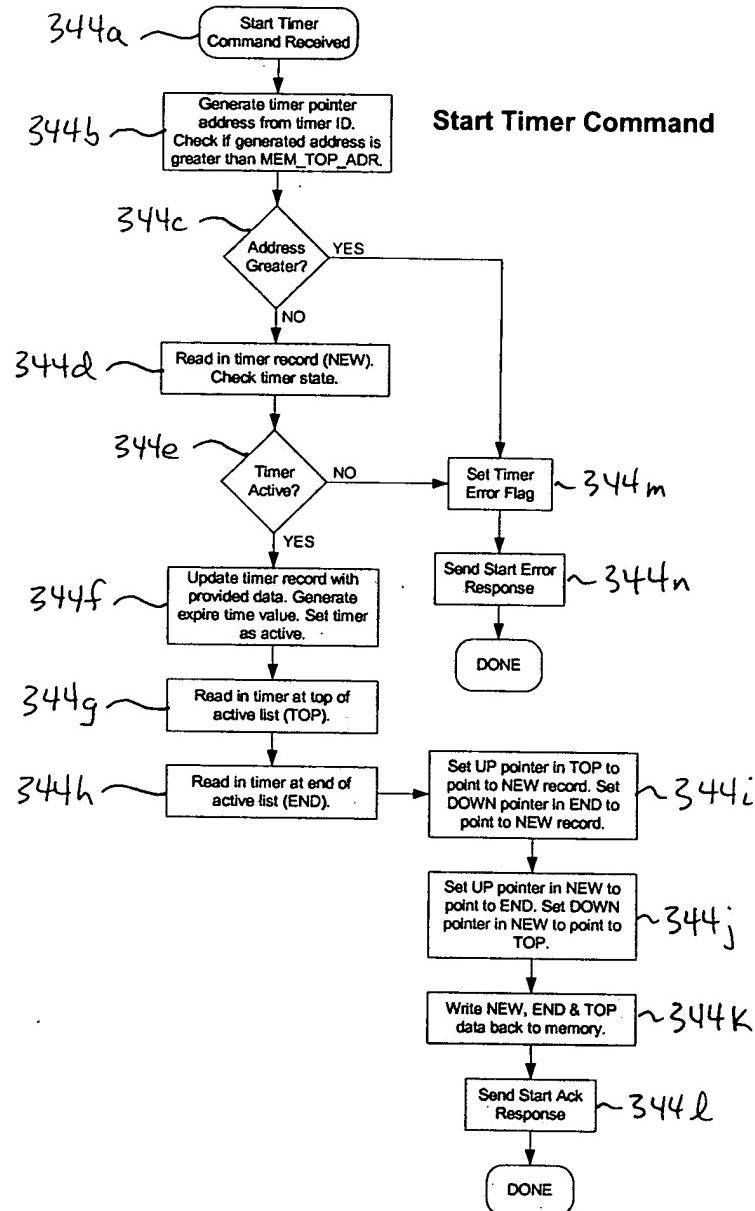


FIG. 31

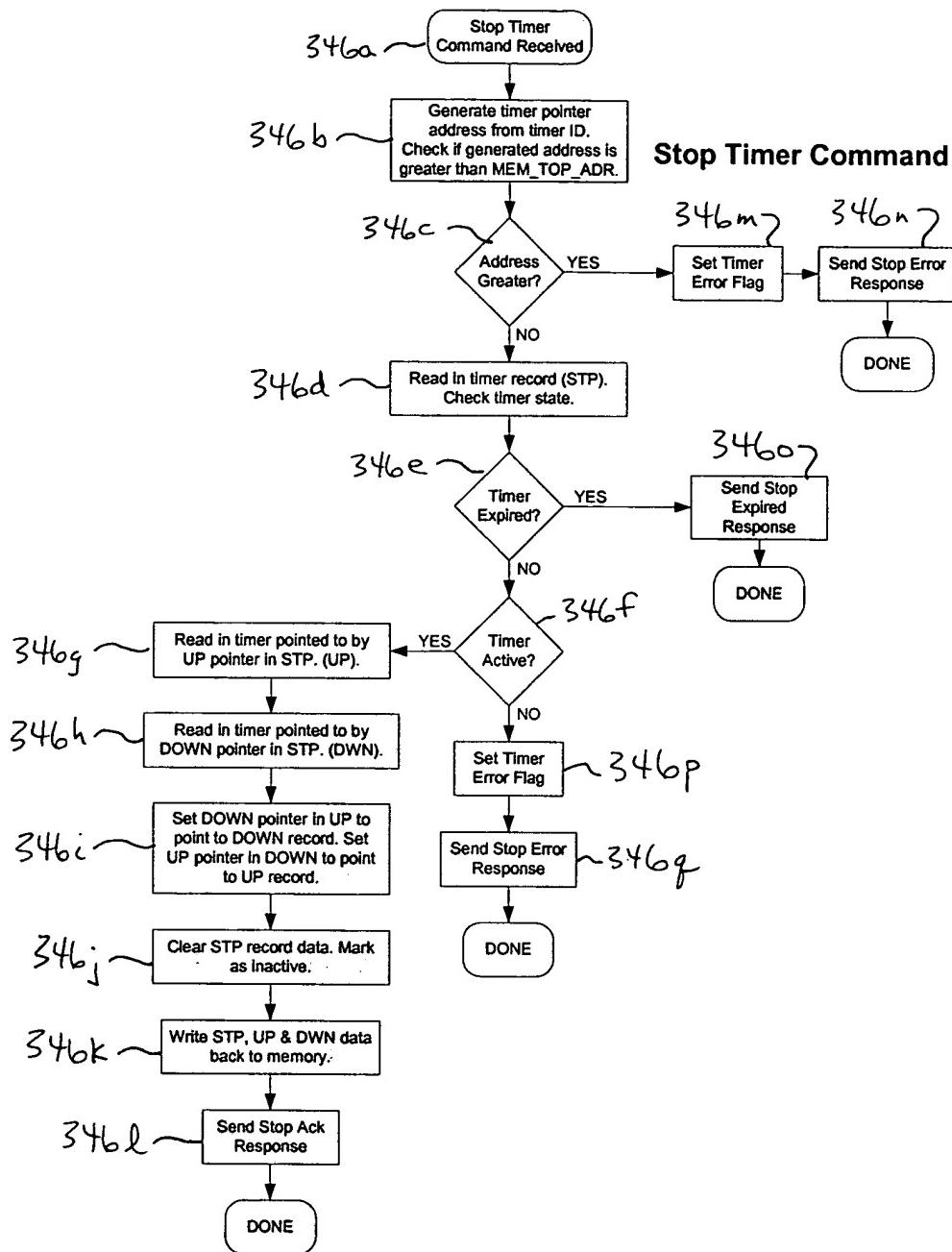


FIG. 32

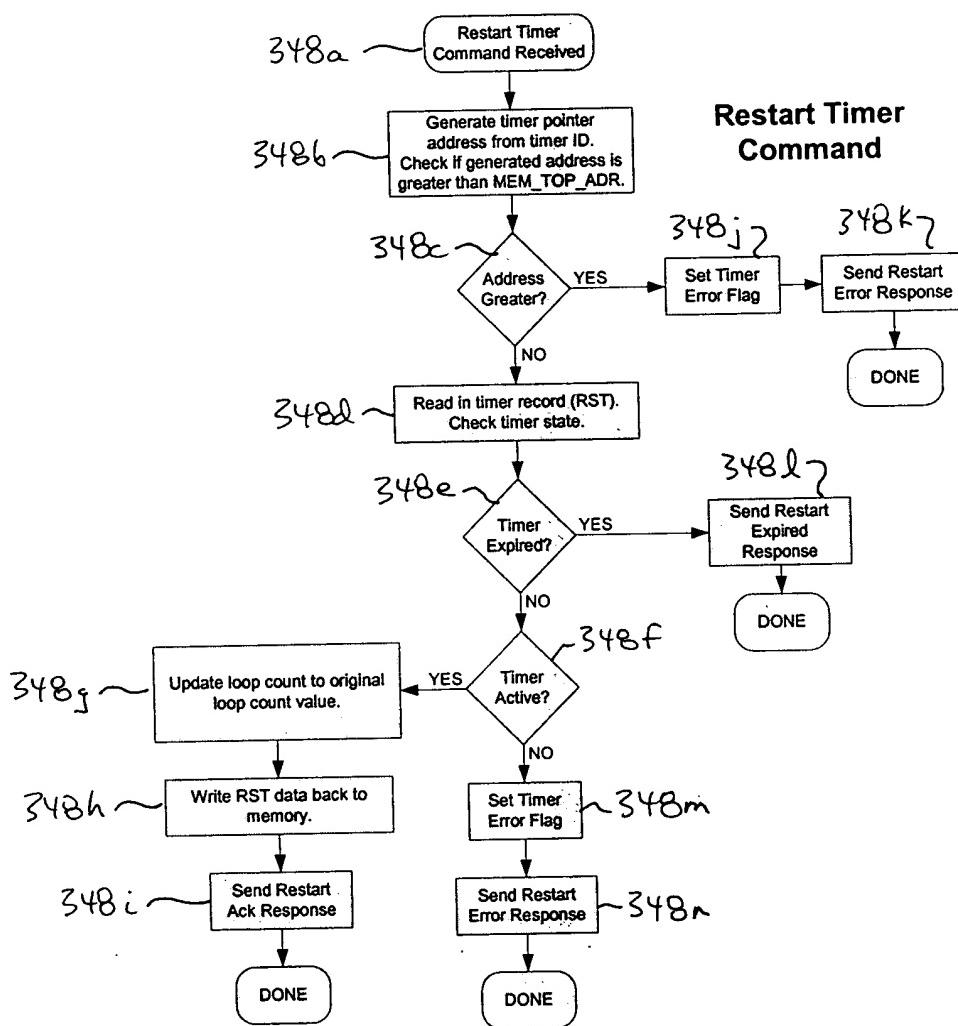


FIG. 33

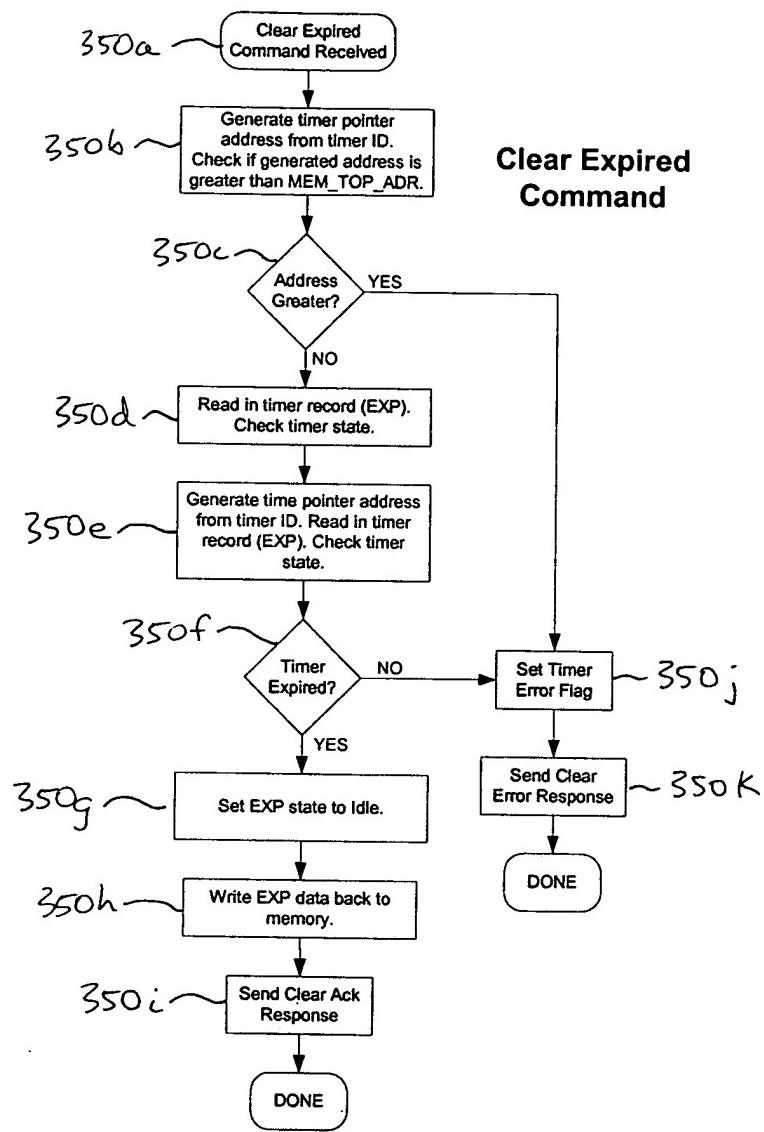


FIG. 34

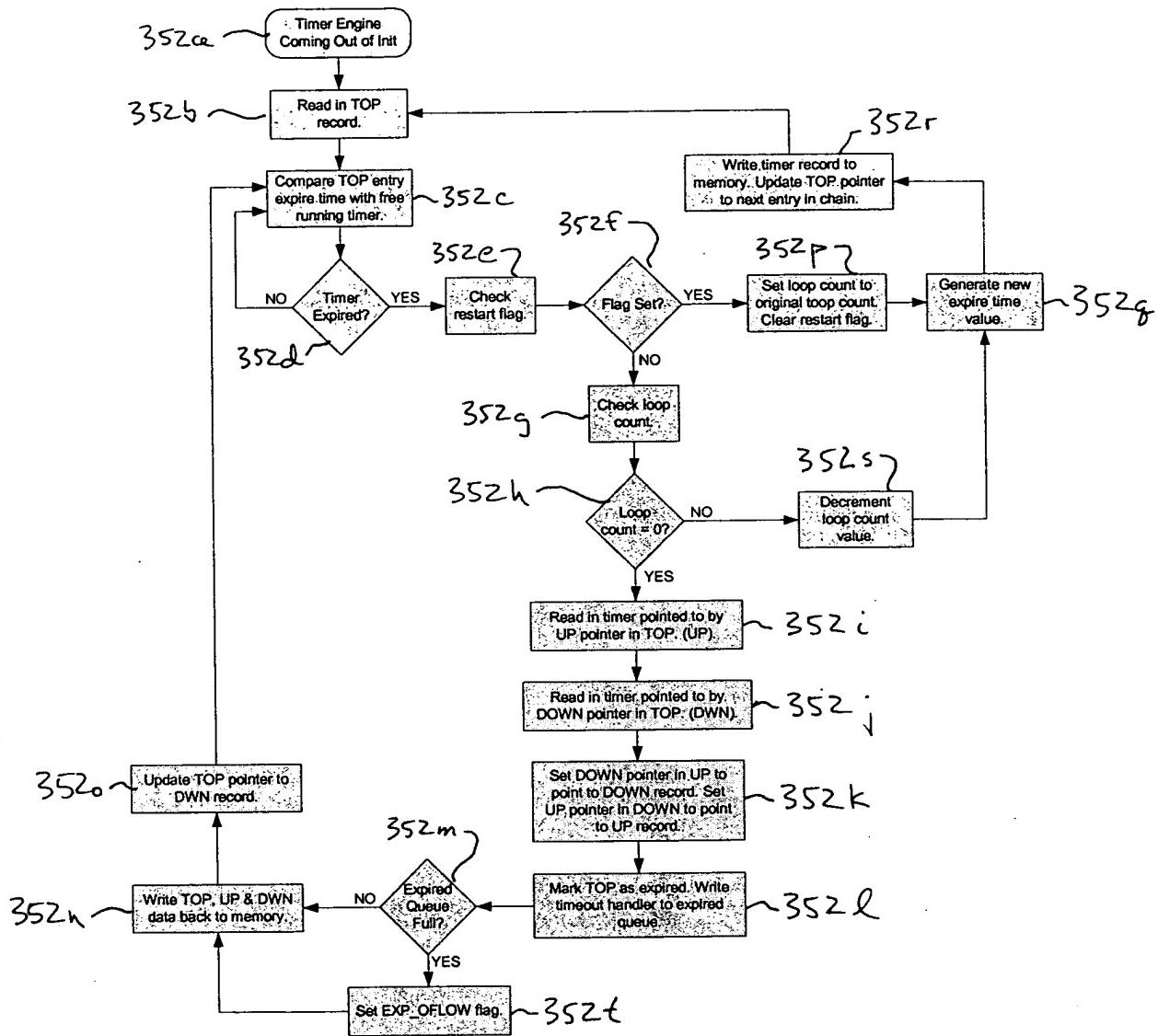


FIG. 35